

## Summer 2015 City of Tempe High School Hoops Rules

High School rules will be used with the following exceptions:

- 20 min. halves, running clock until the last 2 minutes of the 1<sup>st</sup> and 2<sup>nd</sup> halves. Clock will not stop if there is a 15 point difference any-time during the last minute.
- Fouls (bonus at 7, double bonus at 10)
  - Shoot 1 free throw for 2 pt. or 3 pt. shooting fouls
  - Free throw will still be shot if foul was committed and the basket was made.
  - Bonus will still be 1 & 1 and double bonus will remain 2 shots
- Two time-outs per half, full time-outs only. Three minute half-time
- Games will be played until a team is declared the winner. If game remains a tie:
  - 1<sup>st</sup> O.T. = 3 minutes
  - 2<sup>nd</sup> O.T. = 2 minutes
  - 3<sup>rd</sup> O.T. = 1 minute
  - 1 time-out in each O.T. per team (No time out during 3<sup>rd</sup> overtime)
- Any player receiving a technical foul will sit two (2) mins. of clock time. Technical fouls result in 2 points being added to opposing team and ball at mid-court to opposing team. (City of Tempe League Rule).
- Automatic time-out assessed to the team for a technical foul called on any player/coach. If team has no time-outs remaining =official time-out. (City of Tempe League Rule)
- Any player ejected from a game is automatically suspended from the next game. More games may be assessed pending review by league coordinator. (City of Tempe League Rule)
- All participants in the high school league must be between incoming freshmen or graduating seniors of the class of 2016. No one over 18 years of age.
- Players are expected to wear uniforms at all games.
- Starting the game: Each team must have a minimum of four (4) players to start the game.
- Gym/Site Supervisor has the authority to alter and interrupt any rules pertaining to the league as they see fit.